



THE ROLEPLAYING GAME

TELL STORIES OF SURVIVAL IN THE POST-ATOMIC SETTING

# Vault

MAP  
PACK 1





**Writing**

Ben Maunder

**Editing**

Jacky Leung, Dana Floberg

**Graphic Design**

Christoph Langum

**Art Direction**

Ariel Orea, Rodrigo Vilanova

**Cover Artists**

Damien Mammoliti

**Interior Artwork Artists**

Damien Mammoliti

**Proofreading**

Jacky Leung

**Project Management**

Haralampos Tsakiris

**Production Management**

Peter Grochulski

## MODIPHIUS ENTERTAINMENT

**Chief Creative Officer**

Chris Birch

**Chief Operations Officer**

Rita Birch

**Managing Director**

Cameron Dicks

**Head of Brand**

Samantha Webb

**Head of Development**

Sophie Williams

**Head of Creative Services**

Jon Webb

**Creative Coordinator**

Kieran Street

**Financial Controller**

Luc Woolfenden

**Logistics and Production Manager**

Peter Grochulski

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Rocío Martín Pérez

**Art Director**

Ariel Orea

**Studio Coordinator**

Rocío Martín Pérez

**Photographer**

Fátima Martín Pérez

**Lead 3D Designer**

Jonny La Trobe-Lewis

**Senior 3D Designers**

Joana Abbott, Domingo Díaz Fermín,  
Chris 'Chrispy' Peacey

**Senior 3D Plastics Designer**

Colin Grayson

**3D Designers**

Ben de Bosdari, Sean Bullough

**Studio Painter**

Callum France

**Studio Terrain Designer**

Julian Jeratsch

**Lead Graphic Designer**

Michal E. Cross

**Graphic Designers**

Stephanie Toro, Chris Webb,  
Mark Whittington, Leigh Woosey

**Audio and Video Producer**

Steve Daldry

**Editor**

Bryce Johnston

**Games Designer**

James Hewitt

**Community and Design Assistant**

Dominic Westerland

**Scheduling and Design Assistant**

Justin Talsma

**2d20 Developer**

Nathan Dowdell

**RPG Design Assistants**

Andy Douthwaite, Jess Gibbs

**Project Management Office****Team Lead**

Błażej Kubacki

**Senior Project Manager**

Gavin Dady

**Project Managers**

Daniel Lade, Jamie MacKenzie,  
Ben Maunder, Haralampos Tsakiris

**Project Management Assistant**

Robert Hebblethwaite

**Operations Manager**

John Wilson

**Factory Manager**

Martin Jones

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Drew Cox, Warwick Voyzey

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Jake Pink, Miles Turner

**Production Operatives**

Thomas Bull, Rebecca Cartwright,  
Louis Hartley-Edwards, Jake Skinner-Guy,  
Christopher Leigh

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Michelle Richards

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Anthony Morris

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Accounts Manager**

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**Translations & Publishing Manager**

Matt Timm

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Georgie Reeve

**Customer Support Representative**

Chris Dann

**Webstore Manager**

Apinya Ramakomud

**Bookkeeper**

Valya Mkrtchyan

**Accounts Payable Specialist**

Ofelya Mnatsakanyan

**Finance & Logistics Admin Assistant**

Hollie Shepperson

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Modiphius Entertainment Ltd.

39 Harwood Rd,  
London SW6 4QP, United Kingdom  
info@modiphius.net  
www.modiphius.net

Modiphius Entertainment

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# FALLOUT MAP PACK 1: VAULT



## PEER INSIDE THE VAULT

The Vault-Tec Corporation created over a hundred survival shelters to protect a selected fragment of the United States population in the event of a nuclear holocaust to allow humanity to repopulate once the radiation levels reached tolerable levels. An impoverished U.S. government commissioned these shelters despite their costly fabrication, leading to embezzlement and corruption. Despite the various miracle technologies developed by Vault-Tec, sometimes they did not work properly. Near the start of the Great War, a handful of Vaults were either incomplete or delayed due to work shortages. Thankfully, a majority were completed in time, but they still couldn't ensure the survival of humanity—worn out from countless drills. Beyond the demonstrations and claims, the Vaults' true purpose was not to save humanity, at least not as altruistically inferred.

Once the bombs fell, the doors became sealed, and its occupants would live out their years until given the all-clear. For some Vaults, the occupants died. In other shelters, the occupants suffered extensive radiation exposure, whereby they either died or mutated. The few Vaults that remained untouched by the ravages of time inevitably faced the wasteland that awaited them. For wastelanders, Vaults are a treasure trove waiting to be explored. Pry those doors open and uncover the truth behind those cog-shaped doors.

## WHAT'S IN THIS MAP PACK?

This map pack includes poster maps featuring the floor plans of a Vault by the Vault-Tec Corporation. You can use these maps for your tabletop roleplaying sessions using **Fallout: The Roleplaying Game** or miniature wargames with **Fallout: Wasteland Warfare**.

The pack also includes a companion booklet that contains scavenging location details and information used in **Fallout: The Roleplaying Game** and its supplementary **Gamemaster's Toolkit**.

The booklet contains short scenarios and encounters for each corresponding map that can be run individually or as a full-fledged quest. Each location highlights obstacles and threats, loot tables for scavenging, and any relevant NPC stat blocks. Use what you like and adapt anything else to suit your game group. Happy Vault-diving!









# VAULT ENTRANCE

## LEVEL 1 – SIMPLE

*“There are few places in the Wasteland more difficult to break into than a Vault, so clearly those Pre-war engineers knew a thing or two about protection. Rumor has it those gigantic doors were as much to keep people inside, as to keep nasty things out. Normally, it takes significant effort to see what lurks inside, but some Vaults just require the right key, or even just the right words. The Vault door looms before you now, its numerical identity long lost to the ravages of the Wasteland, offering no clues to how ingress may be made - I guess you’ll have to work it out.”*

Vaults are scattered across the Wasteland, so no matter where you go, there’s a significant chance you’ll find a Vault sequestered somewhere nearby. This Vault is hidden within the basement of an old five-star hotel, a series of posters dotted around its once-luxurious halls promising a safe haven from an unfortunate, unknown future. Careful navigation of the hotel leads to a red-carpet-lined pathway underground, where worn banners hang limply from the ceiling and faded images of Vault-Boy urge you on. Eventually, the path is blockaded by the familiar sight of a yellow and blue steel-colored Vault door.

## OBSTACLES AND THREATS

- **Vault Door:** The Vault door was built to survive direct nuclear bombardment, so there is little chance of a band of questing Wasteland scum even putting a dent in it. A small computer terminal sits on the southern walkway with a small series of lights gently pulsating to indicate the power still flowing through the systems. A Pip-Boy interface allows anyone carrying a Pip-Boy to attempt a simple **INT + Science** test with a difficulty of 2 to activate the door and slide it open. Without a Pip-Boy, an **INT + Science** test with a difficulty of 5 can still open the door, but any complications activate a cadre of **four Protectrons** to investigate the unauthorized entry. The Protectrons arrive from the northern passage and assess if the entrants are a threat. If the player characters are non-violent, the Protectrons invite them to “the party” (see *Lower Atrium* for more details about the party).

## NESTED AREAS

- **Entrance Hall:** Akin to the passages before, the entrance hall is bedecked in garish old-world finery, but unlike the passages the banners are still clean and bright, standing in stark contrast to the disrepair of the Vault around it. “**WELCOME TO THE SAFEST PLACE ON EARTH**” the banners declare, hanging above lockers filled with form-fitting jumpsuits, in-vogue dresses, and sharp suits. Searching the lockers discovers **six Vault jumpsuits** and **six sets of formal clothing**. The northern corridor leads from the entrance to the Security Office.

## LOOT

The Vault Entrance is a Small, Mostly Searched Location. After clearing the area, characters can spend 15 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Vault Entrance Loot Table

<b>CLOTHING</b>	0-2 (Formal Hat, Casual Hat)
<b>FOOD</b>	0-2 (Sweet Roll, Fancy Lads Snack Cakes)
<b>BEVERAGES</b>	2 (Wine, Nuka Cola)
<b>JUNK</b>	0-2
<b>CHEMS</b>	0-2 (Calmex x2)





## Protectron

Level 3, Robot,  
Normal Creature (24 XP)

BODY	MIND	MELEE	GUNS	OTHER
5	5	2	2	2

HP	INITIATIVE	DEFENSE
8	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	—	—

### ATTACKS

- **CLAWS: BODY + Melee** (TN 7),  
3 Physical damage
- **ARM LASERS: BODY + Melee** (TN 7),  
3 Burst, Piercing Energy damage,  
Range C, Fire Rate 4
- **SELF DESTRUCT: BODY + Melee** (TN 7),  
6 Physical damage, Blast

### SPECIAL ABILITIES

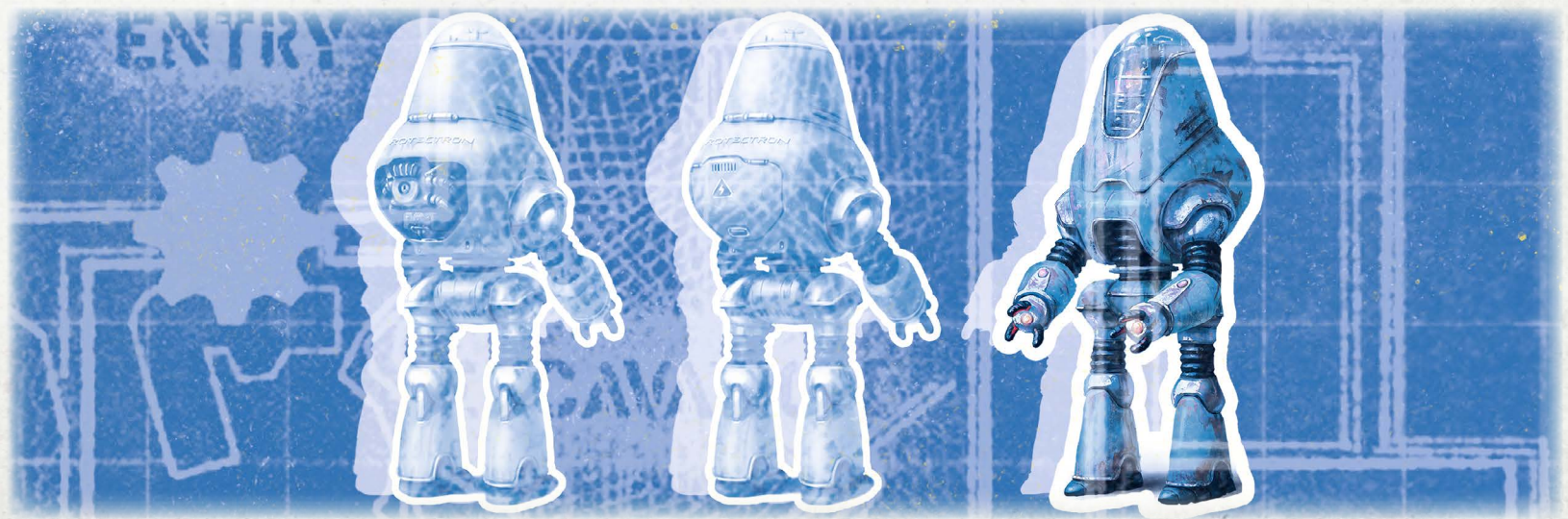
- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

### SPECIAL ABILITIES

- **ARM LASERS:** If one of a Protectron's arms suffers an injury, the Fire Rate of its Arm Lasers decreases to 2. If both its arms are injured, it can no longer attack with its Arm Lasers.
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Arm Lasers. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 total), and allows them to use the Burst damage effect without spending ammo. If one of the Protectron's Arm Lasers is injured, this special attack decreases to 5 damage.
- **SELF DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Protectron after it attempts this attack.

### INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 2 of common materials with +1 per AP spent, and each Effect yields 1 uncommon material.









# SECURITY OFFICE

## LEVEL 8 – SIMPLE

*“The northern corridor from the entrance leads through a series of decontamination arches, each releasing a sweet-smelling mist of cleansing chemicals that coat your form as you pass through. The muffled beats of ‘Happy Times’ can be heard from a distance as you walk, and to your right, a series of small glass windows look into a security checkpoint. Inside, a single oddly dressed Vault officer sits looking bewildered, a lit cigar hanging loosely from his lips.”*

The decontamination arches are actually releasing a hallucinogen called Better Place mist. The corridor into the security offices is fairly spartan and under-decorated. Small posters depict Vault-Boy with a variety of exaltations such as “Don’t forget to take your Medicine,” “Vault-Tec, keeping you safe!” and “The outside can never harm you.” On the right a corridor leads to the security checkpoint as well as a larger security office, and to the left another corridor leads to the staff room and storage.

### OBSTACLES AND THREATS

- **Better Place Mist:** Dispersed by the decontamination arches and air filtration systems, the Better Place mist is a hallucinogenic drug developed by Vault-Tec scientists to “help” people adjust to the world after the war. Once inhaled, it drapes the world in gold and rosy scents, disguising all ugliness behind a facsimile of bliss and idealism, rendering the world into a single grand ball. Unless immune to Chems or wearing some protective gear that provides breathable air, the first time a creature the mist, they are affected for one hour, after which they may attempt an **END + Survival** test with a difficulty of 3 to resist it. **Success** ends the effect permanently unless they are re-exposed. **Failure** means the effect persists, and the exposed attempts the test again at the end of another hour. While affected, the exposed see everything as an idealized version of itself, and all **CHA**-based tests against them are reduced in difficulty by 2. A PC may attempt an **INT + Medicine** test with a difficulty of 4 to determine Addictol cures those affected by Better Place.

- **Vault Security:** Four members of Vault Security relax in this area: one at the checkpoint idly smoking a cigar, two playing cards in the staff room, and one listening to music in the office. Each member is visibly relaxed, wearing their uniforms and armor loosely with their weapons holstered and clearly disused. They greet entrants warmly, remarking on their fabulous apparel and appearance, and ask if they’re here for the party. Every security member has been exposed to the Better Place mist and suffers its effects, and unless attacked help the PCs however they can, allowing them entrance without complaint or question.

### VAULT SECURITY

**Level 7, Human, Normal Character (52 XP)**

S	P	E	C	I	A	L
5	6	7	6	6	6	6

SKILLS			
Athletics	Repair ■	2	
Barter ■	2	Science	3
Big Guns	Small Guns ■	3	
Energy Weapons	1	Sneak	
Explosives		Speech	
Lockpick		Survival	2
Medicine	1	Throwing	
Melee Weapons	2	Unarmed	1
Pilot			

HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0



## ATTACKS

- **UNARMED STRIKE:** STR + **Unarmed** (TN 6),  
2 Physical damage
- **BATON:** STR + **Melee Weapons** (TN 7),  
3 Physical damage
- **10 MM PISTOL:** AGI + **Small Guns** (TN 9),  
4 Physical damage, Fire Rate 2, Range C,  
Close Quarters, Reliable

## SPECIAL ABILITIES

- **VAULT KID:** Your healthier start to life at the hands of trained doctors and sophisticated autodoes means you reduce the difficulty of all **END** tests to resist the effects of disease. You may also work with the gamemaster to determine what sort of experiment took place within your vault. Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the vault. If the GM does this, you immediately regain one Luck point.
- **EDUCATED:** You have one additional tag skill.
- **GIFTED:** You choose two S.P.E.C.I.A.L attributes and increase them by +1.

## INVENTORY

Vault Jumpsuit, Vault-Tec Security Helmet, Vault-Tec Security Armor, 10mm Pistol, 2d20 10mm rounds, Pip-Boy, 1 Stimpak, Wealth 2

## NESTED AREAS

- **Checkpoint:** The small room overlooking the **electronically locked door** is fitted with a two-way comms system allowing the security officer to speak with people in the decontamination arch hallway. The desk is broken down and badly chipped, covered in mismatched papers, crumbs, and rubbish, but the officer inside is completely unphased by the mess. A small, unlocked weapons locker at the back contains a set of **Vault-Tec Armor**, **x2 10mm Pistols**, **48 rounds of 10mm ammo**, and **x2 Batons**.
- **Office:** A chaotic security office has fallen into utter disrepair. Long dead computer terminals run along the walls. A security officer hums along to the crooning of The Box Tops and Happy Times,

absentmindedly throwing junk at a torn-up poster on the wall. If queried, he eagerly invites newcomers to try and beat his darts score. One computer terminal is a **hidden elevator** leading to the Upper Atrium, requiring a successful **PER + Science** test with a difficulty of 2 to notice. The officer points out the elevator as a neat party trick if the PCs ask how to leave.

- **Staff Room:** The stench of the staff room is overwhelming, thanks to cupboards full of rotten food and filthy plates littering every surface. Two security officers sit at one of the tables, happily sipping dirty water from chipped tumblers and playing cards with blank pieces of paper. They seem overly content with the situation. Despite the general decay, **one can of Potted Meat** and **three cans of Dog Food** can be found in the cupboards. A worrying number of empty dog food cans cover the floor.
- **Storage:** A ruined room behind the staff room is mostly filled with water-damaged party decorations and junk. Searching the room discovers 4 Junk.

## LOOT

The Security Office is an Average, Heavily Searched Location. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Loot Table.

### Security Office Loot Table

AMMUNITION	0-3 (10mm (8+4 ) x2, Shotgun Shells (6+3 )
	0-3 (Vault Tech Armor x3)
	0-3 (Vault Jumpsuit, Formal Clothing, Formal Clothing)
	1-3 (10mm Pistol, Baton, Combat Shotgun)
ODDITIES	2-6 (Holotape Player, Radio, Multi-Tool, Pre-War Money with 5d20 Caps x2)







# UPPER ATRIUM

## LEVEL 8 – SIMPLE

*“Stepping out from the confines of the elevator unveils a small stairwell descending to a waiting doorway. Beyond it, the sounds of elated laughter and music mix into a joyous cacophony that stands in stark relief to the world outside. Dust-smeared confetti and party favors litter the floor, and spilled liquor fastens much of it to the ground and introduces a sickly stickiness to your movements. Three shiny Protectrons approach. “Hello, please proceed to the Lower Atrium to join the party.”*

As if the location of a party years abandoned, the upper atrium bears the hallmarks of lives once lived. Garbage and dead plants sit in the corners, and a broom cupboard and engineer’s room situated on either side of a central stairwell sit silent and unused apart from the Protectrons. The central stairwell descends into the Lower Atrium, where the voices of dozens of people and upbeat music can be heard drifting up from below. At the north end, a circular window peeks into the Overseer’s Room, a once lavish office, and reveals two shadows silhouetted there by multicolored lights—they appear to be dancing. To the right of the door leading into the Overseer’s Room is another door leading to the Abandoned Level.

### OBSTACLES AND THREATS

- **Protectron Guards and Turrets:** Three **Protectrons** watch the upper atrium, gently encouraging anyone trespassing in the area to immediately descend into the lower atrium. They immediately stand out against the rest of the Vault in their cleanliness, unblemished and polished to a near mirror sheen. They stop anyone ascending the stairwell to both the Overseer’s Room and the door to the Abandoned Level, reminding anyone that stands against them to “*not be a party pooper*.” If the PCs attack the Protectrons, they fight back, and small slots in the ceiling reveal four **Machine Gun Turrets MK I (Wall Mount)**.

## Machine Gun Turrets MK I

Level 5, Robot,  
Normal Creature (24 XP)

BODY	MIND	MELEE	GUNS	OTHER
6	5	—	3	—

HP	INITIATIVE	DEFENSE
11	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

### ATTACKS

- **MACHINE GUN: BODY + Gun** (TN 9),  
5 Physical damage, Range M, Burst,  
Fire Rate 3

### SPECIAL ABILITIES

- **ROBOT:** The machine gun turret is a robot. It is immune to the effects of starvation, thirst, and suffocation. It is also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game*, p.34).
- **IMMUNE TO POISON:** The machine gun turret reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The machine gun turret reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The machine gun turret is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.


### INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed machine gun turret with a successful **INT + Science** test with a difficulty of 1. This yields 3d20 5.56mm rounds. Salvage also yields 2 uncommon materials.





## NESTED AREAS

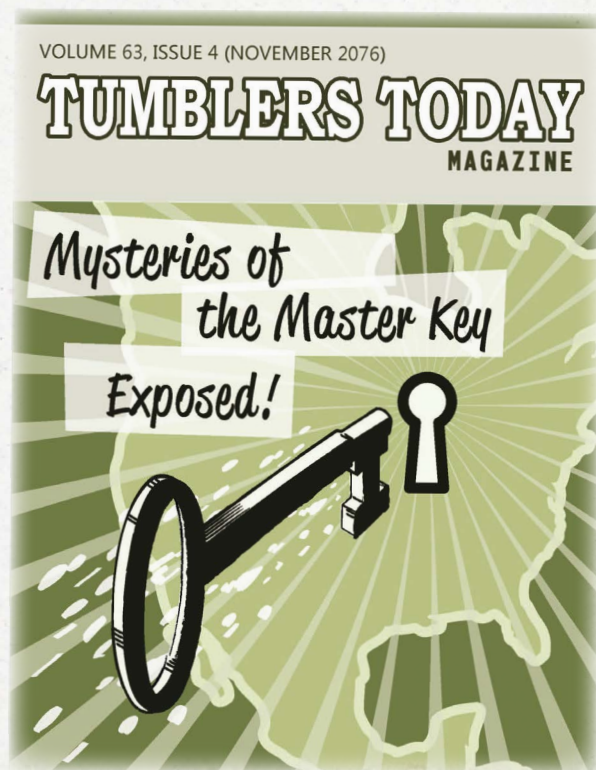
- Overseer's Room:** While the shadows are visible through the circular window, more details cannot be ascertained through the frosted glass. Any attempts to enter meet polite but forceful refusal from the Protectrons. If the PCs gain entry, they see in the center of a devastated office, decorated with broken pictures and moth-devoured flags, an emaciated man cavorts in place, a soiled suit clinging to his sweat-covered body and his arms linked in dance with the decayed corpse of a long-dead woman draped in finery. Slow show tunes creak out from broken speakers, tired and tinny. If the man notices guests, he excitedly invites them in to talk, apologizing for his wife's shyness and 'helping her' to her favorite chair. He offers his new friends moldy food, vintage wines, and glasses of thick brown water. All the food and beverages are laced with a triple dose of an oral form of Better Places mist, roll 1  if consumed. If a PC rolls an Effect, they become affected by the Better Places mist effects. He eagerly shows off his decaying personal effects as toys and trophies, often turning to his wife to pick her memory for anecdotes that never come. Anyone succeeding a **PER + Medicine** test with a difficulty of 2 sees that the man lost his mind many years ago and has been surviving on the barest essentials. He still carries the **Overseer's Key** that unlocks every door in the Vault.
- Broom Cupboard:** A small broom cupboard contains various cleaning supplies and a set of **Utility Overalls**, as well as 15 pieces of Junk.
- Engineer's Office:** Apart from a loose stack of ruined papers and a **Deluxe Toolkit** hidden under a selection of garbage beneath the desk, the most significant feature of the room is a large piece of graffiti on the wall, reading, *"The party is a play, but no one told the actors!"*

## LOOT

The Upper Atrium is an Average, Mostly Searched location. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Loot Table.

### Upper Atrium Loot Table

<b>CLOTHING</b>	0-3 (Engineer's Armor, Hard Hat, Formal Clothing)
<b>FOOD</b>	0-3 (Cram, Salisbury Steak, Food Paste)
<b>BEVERAGES</b>	0-3 (Wine x2, Dirty Water)
<b>JUNK</b>	6
<b>CHEMS</b>	0-3 (Calmex, Day Tripper, Daddy-O)









## ABANDONED LEVEL

### LEVEL 10 – SIMPLE

*“The door in the Upper Atrium leads into a padded elevator, the thin grey fabric of the walls torn by the frantic clawing of fingernails and pocked with dark red stains. On the control panel, only a single other floor is illuminated. As the button is depressed and the doors slide shut, all sounds of the music and party below are mercilessly suffocated.”*

Exiting the elevator that links this floor and the Upper Atrium brings the player characters into a dirt-floored room where two well-cared-for nuclear generators hum to one side and a small, locked door is fitted to a reinforced wall on the other. The door is locked, requiring either the **Overseer's Key** or a successful **AGL + Lockpick** test with a difficulty of 5 to open. This door leads into a smaller room with an **electronic locked door** that can only be sealed and unsealed from this side, as well as a clipboard with tidy paperwork. The paperwork lists names as well as the date and length of internment, and each entry has a small tick box titled “Dispose” at the end, which is marked with curious regularity. A faint banging sound, like metal on stone, can be heard muffled through the maglock security door, interlaced with dull sobbing.

### OBSTACLES AND THREATS

- **Party Poopers:** Some Vault residents have developed an immunity to Better Place and have been violently removed from the Vault proper to the Out of Town Diner, left here in the care of the Concierge. The current **Vault Dweller** has been left to rot here for four years, becoming violently depressed due to their isolation. Fed only on the scraps from the upper floors and water leaking from the pipes, they have attempted to end their residency numerous times, but the Concierge ensures they cling to life. The Vault Dweller is armed with a **Pickaxe** and swings unpredictably between moments of crushing depression and overwhelming violence. A broken heart pendant hangs around his neck.

- **The Concierge:** A **Protectron** fitted with a **Diagnosis Mod**, **Regeneration Field**, and **Electroshock Paddles**, the Concierge is in charge of keeping the Out of Town residents alive and ensuring they undertake their daily education by any means necessary. The Concierge protects the Vault Dweller if he is attacked, but also uses force to prevent him from leaving.







## NESTED AREAS

- **Out of Town Diner:** Once, it was the spitting image of a Pre-war diner, now in ruins. The tables and chairs have been destroyed, the fridge and stove smashed and kitchen accoutrements scattered throughout. What appears at first to be a dumb-waiter but is actually a garbage chute from the floors above overflows with rotten pulp and mass—some of which has been gathered into a tin bowl, as if waiting to be consumed. The room offers 20 Junk if looted.
- **Cells:** The rooms offer minimal light, a locked door, and purposefully uncomfortable beds with pointed springs and no coverings. The cells reflect the mental state of their previous occupants, pretty wallpapers and trappings of opulence torn apart by fevered bloody fingers to reveal the grey ugliness that lurks beneath. **Radios** playing little more than static are mounted into the walls, and soiled copies of **Live & Love** and **Meeting People** lie about the place.
- **Education Center:** Two Mag-locked rooms contain **Pre-War Books** on self-help topics instilling the values of acceptance, obedience, and good behavior. Many pages are stained with tears, while others are torn and discarded. The southern room's door is stuck open, the mechanism still attempting to operate irregularly and sticking. The word "Lies" has been written on the walls inside, marked hundreds of times by the same hand in a variety of bodily fluids.

- **Hope's End:** A small selection of **Pickaxes** have been mounted to the wall here. One wall has been broken down by years of swinging, leaving rubble and rock spread across the floor. However, the slowly forged, hope-fueled tunnel leads inexorably into a reinforced steel wall. Pickaxe marks cover it, but obviously never made a dent. A corpse lies on the floor, still dressed in **Formal Clothing** with a Pickaxe embedded in the depths of its grimacing visage, a piece of paper nailed to his chest reading "Keep going! Don't give up!"

## LOOT

The Abandoned Level is an Average, Heavily Searched location. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Loot Table.

### Abandoned Level Loot Table

<b>CLOTHING</b>	0-3 (Vault Jumpsuit x3)
<b>FOOD</b>	0-3 (Potted Meat, Food Paste, Fancy Lads Snack Cake)
<b>BEVERAGES</b>	0-3 (Dirty Water x2, Whiskey)
<b>CHEMS</b>	0-2 (Calmex x2)
<b>JUNK</b>	2-4
<b>WEAPONS</b>	0-2 (Sledgehammer, Walking Cane)



# LOWER ATRIUM

## LEVEL 8 – SIMPLE

*“Descending the stairwell into the Lower Atrium evokes the feeling of walking into a room where everyone knows some grand secret you aren’t privy to. Dozens of people move around in merriment, holding hands, singing, drinking, and dancing beneath tattered bunting and half-dead fairy lights. Protectrons laden with mockeries of party food lumber between the gracefully gyrating figures as hands eagerly snag mouthfuls of rot from the plates. Children sit on the outskirts, dressed like ghoulish dolls as they paint bizarre images upon the walls. One wall announces, “Welcome Home!”*

The locus of activity within the Vault, the lower atrium has been refashioned into a party hall, with hanging lines of bunting and fairy lights messily strewn from the ceiling in various states of ruin. Graffiti lines most of the walls, written in children’s handwriting and often speaking of ghosts, though the various partygoers seem either unaware or willfully ignorant of it. The inhabitants dress in damaged or faded clothes. A small, locked doctor’s office sits to the right of the main hall, and a readily open smoking room to the left. The corridors to the east, south, and west lead to the Living Quarters, Reactor Wing, and Experiment Wing respectively, although the latter two end in locked doors that require either the **Overseers Key** or a successful **AGI + Lockpick** test with a difficulty of 4 to open. Any questioned partygoers insist there is no fun to be found in either of those directions.

### OBSTACLES AND THREATS

- **Party Guests:** Thirty-six varied **Vault Dwellers** make up the party guests, all currently celebrating the return of one of their own from “out of town.” If questioned, they assure the PCs that no one leaves the Vault, since they wouldn’t want to be a Party Pooper. Despite the disrepair, disgusting food, and overwhelming stench of the unwashed masses, each guest seems happy and relaxed. Even acts of extreme violence are met with laughter and cheers as the guests enjoy the unexpected entertainment. They are uniformly unhealthy, thin, and weak, but seem unaware of their illness.

- **Protectrons:** Ten **Protectrons** wander the halls, carrying food and dissuading guests from traveling anywhere but to and from the Lower Atrium and Living Quarters. Should violence break out, they aggressively put down any threats.
- **Air Filtration Systems:** Better Place is constantly being pumped into the lower atrium through air filtration systems, dosing everyone in the room with the drug. The vents also carry the sound of strange voices. The children call them ghosts, but the adults refuse to acknowledge them.

### VAULT DWELLER

**Level 7, Human,  
Normal Character (52 XP)**

S	P	E	C	I	A	L
5	6	7	6	6	6	6

SKILLS			
Athletics	Repair ■	2	
Barter ■	2	Science	3
Big Guns	Small Guns ■	3	
Energy Weapons	1	Sneak	
Explosives		Speech	
Lockpick		Survival	2
Medicine	1	Throwing	
Melee Weapons	2	Unarmed	1
Pilot			



HP	INITIATIVE	DEFENSE
14	10	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	—	—

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0



## ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 6), 2  Physical damage
- **10MM PISTOL:** AGI + Small Guns (TN 9), 4  Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable

## SPECIAL ABILITIES

- **VAULT KID:** Your healthier start to life at the hands of trained doctors and sophisticated autodocs means you reduce the difficulty of all **END** tests to resist the effects of disease. You may also work with the gamemaster to determine what sort of experiment took place within your vault. Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the vault. If the GM does this, you immediately regain one Luck point.
- **EDUCATED:** You have one additional tag skill.
- **GIFTED:** You choose two S.P.E.C.I.A.L attributes and increase them by +1.

## INVENTORY

Vault Jumpsuit, 10mm Pistol, 2d20 10mm rounds, Wealth 2

## NESTED AREAS

- **Cafeteria:** At the far end of the atrium, an open cafeteria offers dishes laden with foul-smelling food and drink, each more off-putting than the last. The food is laid out by a single Protectron restocking irregularly from a small pantry. The food is technically edible and carries the same benefits as **Canned Dog Food**. PCs can take as much as they can carry, but anyone who eats it must pass an **END + Survival** test with a difficulty of 2 or suffer **Parasites**.
- **Doctor's Office:** The small, locked office requires either the **Overseer's Key** or a successful **AGL + Lockpick** test with a difficulty of 3 to enter. Inside, the office is untouched, so much so that merely breathing in the room drags dust into the lungs. The room contains medical notes for much of the Vault, reports of dysentery and parasites rife among them, though the doctor could not tell why. A medical cabinet holds **x4 Stimpacks**, **x4 Antibiotics**, **x2 Mentats**, and **x2 Psycho** doses.

- **Smoking Room:** This room is so pervasively infused with the smell of tobacco that the walls have yellowed, and the fabrics of chairs have begun to peel. A handful of guests always linger within the room, with easy access to **Fine Cigars** and **Antique Lighters**, talking through non-existent hobbies and viewing the innumerable photos nailed to the wall showing multiple generations of dwellers beneath the same "Welcome Home!" sign in the hall. Many dwellers appear to be the main celebrant on numerous occasions, looking older in each image.

## LOOT

The Lower Atrium is a large, Heavily Searched location. After clearing the area, characters can spend 45 minutes and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Loot Table.

### Lower Atrium Loot Table

<b>CLOTHING</b>	0-4 (Casual Clothing, Heavy Coat, Formal Clothing x2)
<b>FOOD</b>	0-4 (Potted Meat, Pork n' Beans, Canned Dog Food, Food Paste)
<b>BEVERAGES</b>	0-4 (Wine, Bourbon, Dirty Water, Nuka-Cola)
<b>JUNK</b>	3-8
<b>ODDITIES</b>	1-4 (Hastily Written Note, Behavioral Analysis Mod, Doctors Office Key, 2d20 Caps)









# LIVING QUARTERS

## LEVEL 10 – SIMPLE

*“As the path away from the party continues into the living quarters, the spirit of necrotic excess only grows stronger. Dead plants laden with decorative tinsel line the corridor, the stink of sweetened spilled drinks wafts from rooms, and numerous songs compete to claim dominance.”*

The party present in the Lower Atrium spills readily into the living quarters. Private parties continue behind locked doors, and those too exhausted to continue collapse into bunk rooms with shattered beds, piled upon one another. Backed-up bathrooms litter the area, affluent with the scents of waste, while the showers sit untouched for decades.

### OBSTACLES AND THREATS

- **Thrill Seekers:** A handful of **Vault Dwellers** have taken to acts of violence to keep the party going, playing with what they believe to be pop guns in the common areas. The occasional blast of a **.44 Pistol** can be heard echoing over the music as the partygoers are barely able to feel the impact of the shots in their own flesh, routinely mocking their dying friends who have let “exhaustion” overtake them. They eagerly try to drag newcomers into their game, as players become harder and harder to find.
- **Just A Little More:** One of the bathrooms houses a woman carefully applying makeup over her already-covered face. Tears run unbidden from her eyes, leaving deep crevices that she repeatedly tries to restore. She doesn’t know why she’s crying, only that she’s “got to look good for when Bobby gets home.” Half of a broken heart pendant hangs around her neck.
- **Air Filtration Systems:** Better Place is constantly being pumped into the Living Quarters through air filtration systems, dosing everyone in the area with the drug.

### NESTED AREAS

- **Locked Room:** One room has been locked down with an “Out of Order” sign pinned in place. Opening the door requires either the **Overseer’s Key** or a successful **AGL + Lockpick** test with a difficulty of 2. Inside lies the quarters of a man, identifiable by a photo on his desk. His face is easily recognizable from the photos in the Smoking Room, but not among the guests. The room has been mostly cleared out, but a large stash of **5 doses of Addictol, Calmex, and Mentants** can be found hidden in a drawer with a note reading, “*To keep the lies at bay.*”

### LOOT

The Living Quarters is a Large, Heavily Searched location. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Loot Table.

#### Living Quarters Loot Table

<b>CLOTHING</b>	2-4 (Vault jumpsuit, Casual Clothing, Formal Hat, Formal Clothes)
<b>FOOD</b>	0-4 (Sugar Bombs, Pork ‘n’ Beans, Canned Dog Food, Salisbury Steak)
<b>BEVERAGES</b>	2-4 (Wine, Whiskey, Bourbon, Rum)
<b>CHEMS</b>	0-4 (Calmex x2, Psycho, Daddy-O)
<b>JUNK</b>	0-4
<b>WEAPONS</b>	0-4 (.44 Pistol, 10mm Pistol, Switchblade, Boxing Glov








# REACTOR WING

## LEVEL 10 – SIMPLE

*“As the doors into the reactor wing slide shut behind you, and the stairs descend into utter blackness, the sounds and scents of the party slowly ebb away. The air here is heavy and cold, the darkness upset by only the faintest presence of guide lights. The thrumming of machinery lends the area an uncomfortable sound, one that fails to cover the noise of stomping robotic feet.”*

The Reactor Wing has not seen human inhabitation for years, and all non-essential power to it has been cut to ensure the air filtration system runs at peak efficiency through the rest of the Vault. Protectrons move on pre-programmed routines, tending to generators and air filters, and navigating past traps designed to keep the area clear of human interference.

### OBSTACLES AND THREATS

- **Darkness:** All but the most integral systems in the reactor wing have been powered down, meaning there is very little light. All **PER**-based tests and all tests based on sight are increased by +2 difficulty. The use of a torch or other light source mitigates this effect.
- **Traps:** Numerous tripwires and traps litter the reactor wing, triggering a combination of **Shotgun traps** and **Gas Mines**. Whenever the PCs enter a new room or corridor, it contains 3  traps. Any PC can spend a Luck point to eliminate a trap.
- **Protelectron Workers:** Twelve **Protectrons** move expertly through the area, avoiding traps due to their programming. If the PCs witness a Protelectron move through an area, they can follow its movements to avoid the traps with a successful **AGL + Sneak** test with a difficulty of 2. If any non-Protelectron trespassers are spotted, the Protectrons attack.

### NESTED AREAS

- **Main Reactor Room:** The Reactor Room has two **Three Shot Machine Gun Turrets** alongside the normal traps and patrolling Protectrons. The reactor controls the power flow to all areas of the Vault, giving technically-minded PCs the opportunity to play with door power, airflow, and lighting controls. Making any changes to the system requires a successful **INT + Science** test with a difficulty of 2 per change. An old set of **Engineer's Armor** and **Hard Hats** can be found nearby, as well as a **Deluxe Toolkit** and **Flashlight**.
- **Air Filtration System:** Although the air filters originate in the Experimental Wing, they pass through the Reactor Wing and can be switched on and off with an **INT + Repair** or **INT + Science** test with a difficulty of 2. Switching them off causes the Better Place mist to stop flowing, but also limits air flow and increases the difficulty of all **END**-based tests in the entire Vault by 1.

### LOOT

The Reactor Wing is a Large, Partly Searched location. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Loot Table.

#### Reactor Wing Loot Table

CLOTHING	2-4 (Utility Overalls, Engineer's Armor, Tough Clothing, Gas Mask)
	2-4 (Vault-Tec Armor, Metal Armor Leg, Power Armor Frame, T-45 Power Armor Piece)
ARMOR	2-4 (Nuka-Cola, Nuka-Cherry, Beer, Moonshine)
BEVERAGES	2-6
JUNK	2-4 (Pipe Wrench, Sledgehammer, Baton, Aluminum Baseball Bat)
WEAPONS	







# EXPERIMENTAL WING

## LEVEL 10 — SIMPLE

*“Compared to the whirring of the reactor wing or the cacophony of the party, there is an eerie silence to this area. Clean white corridors loop past rooms of effervescent liquids quietly loosing clouds of white gas into a distilling apparatus above. Computer terminals compile readings from chemical mixers and operate automated dispersal machines. All the while images of unaware vault dwellers dance on flickering screens, their broken bodies and minds feeding the endless hunger of the data collectors.”*

Akin to the Reactor Wing, the Experimental Wing lies abandoned. Centuries-old, automated computer systems synthesize chemical compounds for release into the Vault on a regular basis, collecting information from observable data via the Vault’s monitoring systems. While the delicate systems here were designed to operate without human interference, the wing now receives regular maintenance from the **Engineer**. A half dozen corpses rot in lab coats around the area, limbs and heads smashed apart by a heavy instrument—violent impetus clear in the repeated strikes and brutal manner of their executions.

### OBSTACLES AND THREATS

- **The Engineer:** Once a victim of the original Better Place experiment, the **Engineer** was born with a genetic disposition that made him incompatible with the drug, causing his hallucinations to be sinister rather than rosy. Over the years he was repeatedly sent to the Out of Town Diner by the Overseers, ostracized by his fellow vault dwellers, and slowly driven to isolation among his peers. The use of various Chems allowed him to start to see reality through the lies perpetuated by Better Place until he ventured into the Experimental Wing with a **Pipe Wrench**. In a fit of violence, he killed the scientists and took control of the area. While he originally intended to end the experiment, the years of isolation, hatred, and instability motivated him to instead watch it slowly degrade his old tormentors, letting it run its course. Now the Engineer is a middle-aged man, tired, deeply wounded, and unable to let go of the past.

- **Better Place Triggers:** If the PCs attack the Engineer, he floods the entire facility with a stronger strain of the Better Place drug. The drug threatens to drive those exposed into a state of permanent false euphoria, potentially even a coma. Anyone within the Vault who is susceptible must pass an **END + Survival** test with a difficulty of 3 each round or become affected by the drug. Becoming affected renders reality into a nirvana-like state, overwhelming the exposed person with visions of bliss, and their interactions with the real world are masked by these visions. Deeply radioactive water appears as if wine, a destroyed home as a mansion, and a rampaging deathclaw as a close personal friend. **Addictol** cures those affected by Better Place, but they typically reject the drug if offered since they don’t believe anything is wrong. The Engineer is immune to the effects of Better Place.

## THE ENGINEER

**Level 7, Human,  
Notable Creature (104 XP)**

S	P	E	C	I	A	L
6	7	8	7	7	7	6

SKILLS			
Athletics ■	2	Repair ■	3
Barter	1	Science	1
Big Guns		Small Guns	3
Energy Weapons	1	Sneak	
Explosives		Speech	
Lockpick		Survival ■	4
Medicine	1	Throwing	
Melee Weapons ■	4	Unarmed	2
Pilot			

HP	INITIATIVE	DEFENSE
21	16	1
CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	—	3



PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Arms, Legs, Torso)	1 (Arms, Legs, Torso)	2 (Arms, Legs, Torso)	0

ATTACKS
<ul style="list-style-type: none"> <li>■ <b>UNARMED STRIKE:</b> STR + Unarmed (TN 8), 2  Physical damage</li> <li>■ <b>PIPE WRENCH:</b> STR + Melee Weapons (TN 10), 3  Physical damage</li> <li>■ <b>10MM PISTOL:</b> AGI + Small Guns (TN 10), 4  Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable</li> </ul>

SPECIAL ABILITIES
<ul style="list-style-type: none"> <li>■ <b>VAULT KID:</b> Your healthier start to life at the hands of trained doctors and sophisticated autodocs means you reduce the difficulty of all <b>END</b> tests to resist the effects of disease. You may also work with the gamemaster to determine what sort of experiment took place within your vault. Once per quest, the GM may introduce a complication which reflects the nature of the experiment you unwittingly took part in, or introduce a complication related to your early life of isolation and confinement within the vault. If the GM does this, you immediately regain one Luck point.</li> <li>■ <b>EDUCATED:</b> You have one additional tag skill.</li> <li>■ <b>GIFTED:</b> You choose two S.P.E.C.I.A.L attributes and increase them by +1.</li> <li>■ <b>ADRENALINE RUSH:</b> When your health is below its maximum value, you count your STR score as 10 for all purposes when attempting a <b>STR</b> test or melee attack.</li> </ul>

INVENTORY
Vault Jumpsuit, Pipe Wrench, 10mm Pistol, 2d20 10mm rounds, Wealth 2

## NESTED AREAS

- **Control Room:** A large server room fitted with numerous monitors that regularly flick through the Vault's monitoring cameras. The Engineer has retrofitted the old control room into his home, with a bed and countless personal knick-knacks. Pictures of a woman wearing a broken heart pendant sitting beside a worn chair overlooking the camera feed, directly next to a **.44 Pistol** with one round in the chamber. The control system allows users who pass an **INT + Science** test with a difficulty of 3 to interact with all of the Vault's controls, including the power flow, Protectrons and Turrets, electronic locks, and the Better Place dispersers.
- **Testing Room:** In this small room, concentrated canisters of Better Place are stockpiled. Hundreds of samples have expired and been disposed of by automated machinery, but as long as the experiment continues, the testing room produces 4 **Better Place Gas Grenades** on a monthly basis. These grenades have the same effect as described in the *Better Place Triggers* section but act as Thrown Weapons with the Area trait. In addition, **x4 Hazmat suits** can be found on the walls.

## LOOT

The Experimental Wing is a Large, Partially Searched location. After clearing the area, characters can spend 45 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Loot Table.

### Experimental Wing Loot Table

<b>CLOTHING</b>	1-4 (Hazmat Suit x2, Lab Coat x2)
<b>CHEMS</b>	4-8 (Calmex x2, Addictol x4, Fury x2)
<b>JUNK</b>	7-8
<b>WEAPONS</b>	0-2 (Syringer, Heavy Pipe Wrench)
<b>ODDITIES</b>	0-2 (Behavioral Analysis Mod, Stimpack Diffuser)



